

**In the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Previously Presented) A method of operating a communication network, comprising:

providing a wireless communication network that has bandwidth associated therewith to facilitate bi-directional communication between at least one mobile terminal and another mobile terminal;

obtaining authorization from a media broadcaster that provides streaming media to rebroadcast the streaming media over the wireless network, the streaming media comprising audio and/or video content;

obtaining a subscription at the wireless network from the at least one mobile terminal for the streaming media; then

transmitting the streaming media to the at least one mobile terminal using the bandwidth associated with the wireless network.

2. (Original) The method of Claim 1, wherein transmitting the streaming media comprises:

transmitting the streaming media to the at least one mobile terminal using the bandwidth associated with the wireless network and using third generation (3G) wireless communication technology.

3. (Original) The method of Claim 2, wherein transmitting the streaming media comprises:

transmitting the streaming media to the at least one mobile terminal using the bandwidth associated with the wireless network and using wideband code division multiple access (WCDMA) technology, universal mobile telecommunications system (UMTS) technology, and/or enhanced data GSM (global system for mobile communications) environment technology.

4. (Original) The method of Claim 1, wherein the wireless communication network comprises a Wi-Fi communication network.

5. (Original) The method of Claim 4, wherein transmitting the streaming media comprises:

transmitting the streaming media to the at least one mobile terminal using the bandwidth associated with the wireless network and using IEEE 802.11b technology.

6. (Previously Presented) The method of Claim 1, wherein the streaming media further comprises text.

7. (Canceled)

8. (Original) The method of Claim 1, wherein the streaming media comprises content from a television broadcast, an amplitude modulation (AM) radio broadcast and/or a frequency modulation (FM) radio broadcast.

9. (Original) The method of Claim 1, wherein the streaming media comprises content from a video conference and/or a gaming application.

10. (Original) The method of Claim 1, wherein transmitting the streaming media comprises:

transmitting the streaming media to the at least one mobile terminal using the bandwidth associated with the wireless network while moving the at least one mobile terminal between cells associated with the wireless network.

11. (Canceled)

12. (Previously Presented) A communication system, comprising:  
means for providing a wireless communication network that has bandwidth associated therewith to facilitate bi-directional communication between at least one mobile terminal and another mobile terminal;

means for obtaining authorization from a media broadcaster that provides streaming media to rebroadcast the streaming media over the wireless network, the streaming media comprising audio and/or video content;

means for obtaining a subscription at the wireless network from the at least one mobile terminal for the streaming media; and

means for transmitting the streaming media to the at least one mobile terminal using the bandwidth associated with the wireless network.

13. (Original) The system of Claim 12, wherein the means for transmitting the streaming media comprises:

means for transmitting the streaming media to the at least one mobile terminal using the bandwidth associated with the wireless network and using third generation (3G) wireless communication technology.

14. (Original) The system of Claim 13, wherein the means for transmitting the streaming media comprises:

means for transmitting the streaming media to the at least one mobile terminal using the bandwidth associated with the wireless network and using wideband code division multiple access (WCDMA) technology, universal mobile telecommunications system (UMTS) technology, and/or enhanced data GSM (global system for mobile communications) environment technology.

15. (Original) The system of Claim 12, wherein the wireless communication network comprises a Wi-Fi communication network.

16. (Original) The system of Claim 15, wherein the means for transmitting the streaming media comprises:

means for transmitting the streaming media to the at least one mobile terminal using the bandwidth associated with the wireless network and using IEEE 802.11b technology.

17. (Previously Presented) The system of Claim 12, wherein the streaming media further comprises text.

18. (Canceled)

19. (Original) The system of Claim 12, wherein the streaming media comprises content from a television broadcast, an amplitude modulation (AM) radio broadcast and/or a frequency modulation (FM) radio broadcast.

20. (Original) The system of Claim 12, wherein the streaming media comprises content from a video conference and/or a gaming application.

21. (Original) The system of Claim 12, wherein the means for transmitting the streaming media comprises:

means for transmitting the streaming media to the at least one mobile terminal using the bandwidth associated with the wireless network while moving the at least one mobile terminal between cells associated with the wireless network.

22. (Canceled)

23. (Previously Presented) A computer program product for operating a communication network, comprising:

a computer readable storage medium having computer readable program code embodied therein, the computer readable program code comprising:

computer readable program code configured to provide a wireless communication network that has bandwidth associated therewith to facilitate bi-directional communication between at least one mobile terminal and another mobile terminal;

computer readable program code configured to obtain authorization from a media broadcaster that provides streaming media to rebroadcast the streaming media over the wireless network, the streaming media comprising audio and/or video content;

computer readable program code configured to obtain a subscription at the wireless network from the at least one mobile terminal for the streaming media; and

computer readable program code configured to transmit the streaming media to the at least one mobile terminal using the bandwidth associated with the wireless network.

24. (Original) The computer program product of Claim 23, wherein the computer readable program code configured to transmit the streaming media comprises:

computer readable program code configured to transmit the streaming media to the at least one mobile terminal using the bandwidth associated with the wireless network and using third generation (3G) wireless communication technology.

25. (Original) The computer program product of Claim 24, wherein the computer readable program code configured to transmit the streaming media comprises:

computer readable program code configured to transmit the streaming media to the at least one mobile terminal using the bandwidth associated with the wireless network and using wideband code division multiple access (WCDMA) technology, universal mobile telecommunications system (UMTS) technology, and/or enhanced data GSM (global system for mobile communications) environment technology.

26. (Original) The computer program product of Claim 23, wherein the wireless communication network comprises a Wi-Fi communication network.

27. (Original) The computer program product of Claim 26, wherein the computer readable program code configured to transmit the streaming media comprises:

computer readable program code configured to transmit the streaming media to the at least one mobile terminal using the bandwidth associated with the wireless network and using IEEE 802.11b technology.

28. (Previously Presented) The computer program product of Claim 23, wherein the streaming media further comprises text.

29. (Canceled)

30. (Original) The computer program product of Claim 23, wherein the streaming media comprises content from a television broadcast, an amplitude modulation (AM) radio broadcast and/or a frequency modulation (FM) radio broadcast.

31. (Original) The computer program product of Claim 23, wherein the streaming media comprises content from a video conference and/or a gaming application.

32. (Original) The computer program product of Claim 23, wherein the computer readable program code configured to transmit the streaming media comprises:

computer readable program code configured to transmit the streaming media to the at least one mobile terminal using the bandwidth associated with the wireless network while moving the at least one mobile terminal between cells associated with the wireless network.

33. (Canceled)